FINAL FANTASY® XI

ONLINE

Chains of Promathia™

Instruction Manual

PlayOnline®

SQUARE ENIX™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

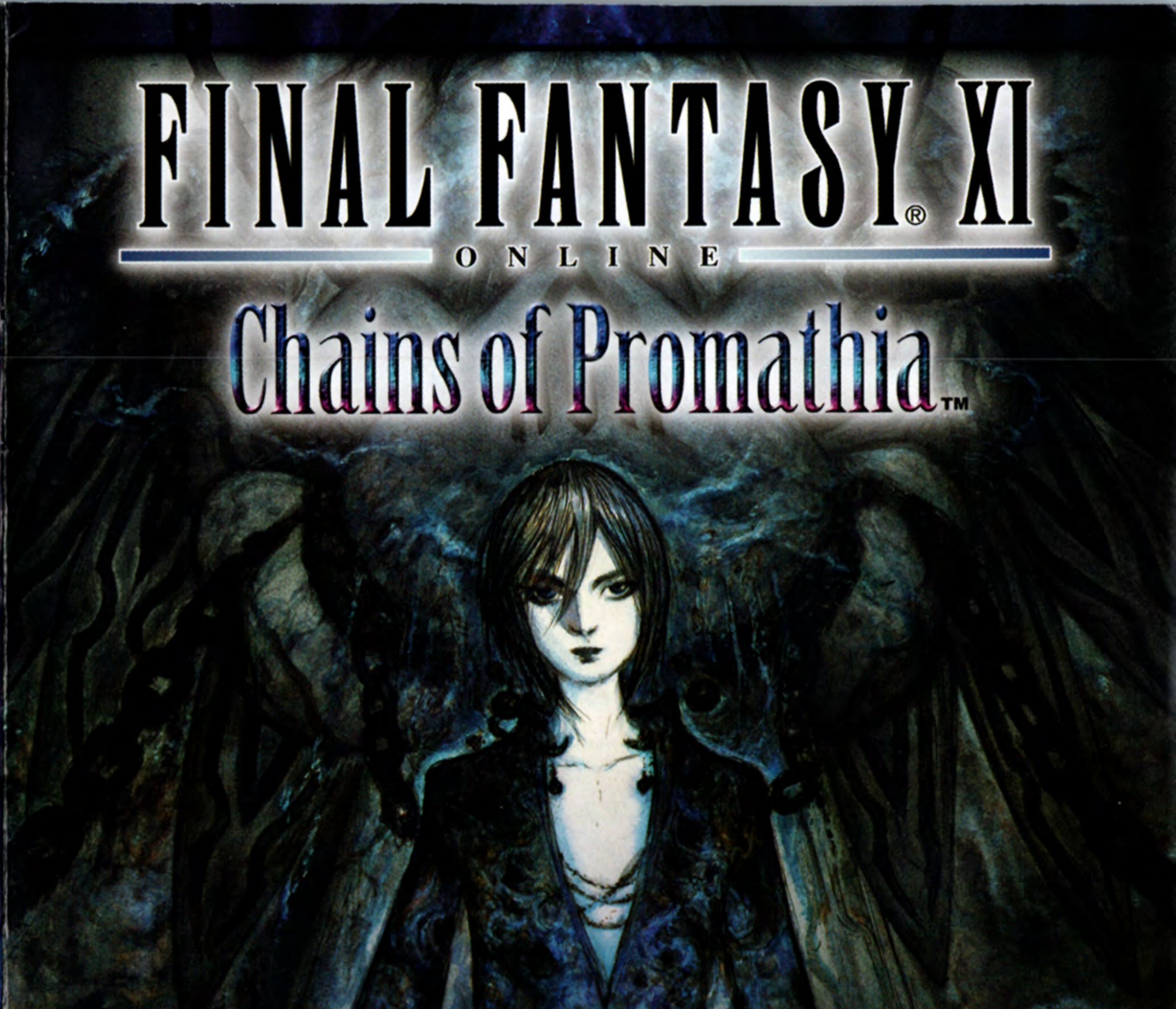
USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

FINAL FANTASY® XI
ONLINE
Chains of Promathia™



This manual covers only the content found on the FINAL FANTASY XI: Chains of Promathia expansion disc. Please refer to the FINAL FANTASY XI instruction manual for information on controls, gameplay, etc.

Usage of Chains of Promathia is subject to the same agreements and policies found in the FINAL FANTASY XI instruction manual.

Once you install and register FINAL FANTASY XI: Chains of Promathia, your characters will be able to explore additional areas and enjoy many new quests and missions.

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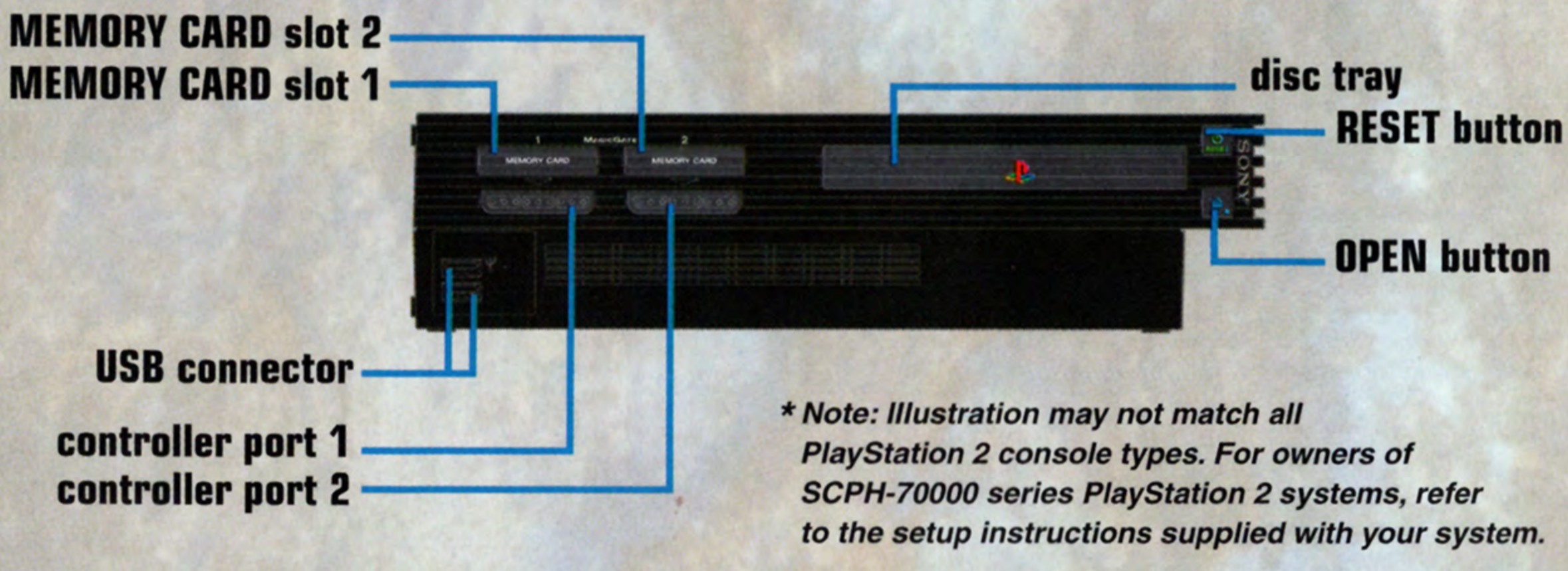
All information is current as of August 2004, but please be aware that it is subject to change without notice.
For more details, please check the "Information" section of the PlayOnline Viewer.

GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the FINAL FANTASY XI: Chains of Promathia disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.

If the PlayOnline Viewer is already installed on your HDD, you can start it up directly from the FINAL FANTASY XI: Chains of Promathia expansion disc. There is no need to remove the disc after installation is complete.

DUALSHOCK®2 ANALOG CONTROLLER

Please refer to your FINAL FANTASY XI instruction manual for additional information on controls.

directional button	Select or change target / Move pointer
left analog stick	Move character
L3 button	When no target selected, heal (recover HP/MP) / When target selected, lock on to target
R3 button	Switch between first-person and third-person viewpoints
right analog stick	Move viewpoint
⊗ button	Confirm; Select closest target or talk to NPC / When no target selected, open the action command window
○ button	Cancel / When in first-person view, hold down while character is moving to move side-to-side (strafe) / Delete one line of the log window each time it is pressed
△ button	Select active window, or optional commands for each window
□ button	Open main menu
L1 button	When pressed while character is moving, toggles "autorun" (press again to cancel; during autorun, use left analog stick to control movement as usual.)
R1 button	Open the software keyboard
L2 button	Open macro palette 1
R2 button	Open macro palette 2
START button	Temporarily pauses FINAL FANTASY XI (without logging out), allowing you to use the PlayOnline Viewer services. Your character will remain in the world of FINAL FANTASY XI but cannot fall in battle. Select "Back to Game" to resume your game. When entering text using the analog controller, pressing the START button, after entering a letter in the input window, displays a list of common words and phrases used in FINAL FANTASY XI.
SELECT button	Hide all windows. When pressed again, show the windows again.

- When you are playing FINAL FANTASY XI, your controller will always function in analog mode (the mode indicator will be red). You can also set your vibration function On/Off in the Options menu.
- Using an analog controller (DUALSHOCK®) is generally the same as using a DUALSHOCK®2 analog controller.
- For best results, please use only an analog controller (DUALSHOCK®) or DUALSHOCK®2 analog controller.
- Only controller port 1 is supported.

BASIC CONTROLS

- The actual layout of your keyboard may differ slightly from the one shown.

USING A USB KEYBOARD

[Enter] (either key)	Confirm / Select closest target or talk to NPC / Open the action command menu.
[Esc]	Cancel
[Space bar]	Open the input window for text entry
[⬆], [⬇], [⬅], [➡]	Move camera. / Move cursor in menus
[8], [2], [4], [6] on the numeric keypad	Move character (forward, back, left, and right, respectively)
[7] on the numeric keypad	When pressed while character is moving, toggles "autorun"
[/] on the numeric keypad	Switch between "walk" and "run" while moving
[*] on the numeric keypad	When no target selected, heal / When target selected, lock on to target
[+] on the numeric keypad	Select active window, and allows setting of options for each window
[-] on the numeric keypad	Open main menu
[Tab] or [0] on the numeric keypad	Switch target
[Page Up] or [9] on the numeric keypad	Zoom in (this feature is only available when using a USB keyboard)
[Page Down] or [3] on the numeric keypad	Zoom out (this feature is only available when using a USB keyboard)
[Scroll Lock]	Hide all windows / Show all windows
[Pause Break]	Temporarily pauses the game and returns you to the PlayOnline Viewer.
[Shift]	When pressed while character is in first-person view and moving, moves character side-to-side ("strafes")
[Home]	Return to default viewpoint (only available when using a USB keyboard)
[Prt Scr]	Take screenshot (when all windows are hidden)

USING A COMPACT KEYBOARD

You may select the compact keyboard layout using Config on the main menu.

[y]	Confirm / Auto-target
[n]	Cancel
[z]	Switch between "walk" and "run" while moving
[f]	Select active window
[v]	Toggle first-person and third-person viewpoints
[r]	Autorun
[h]	When no target selected, heal / When target selected, lock on to target
[-]	Open the main menu
[,]	Zoom out
[.]	Zoom in
[w]. [s].[a], [d]	Move character (forward, backward, left, right)
[i]. [j], [k], [l]	Move camera (up, down, left, right) / Move cursor in menus

COMMAND SHORTCUTS FOR KEYBOARDS

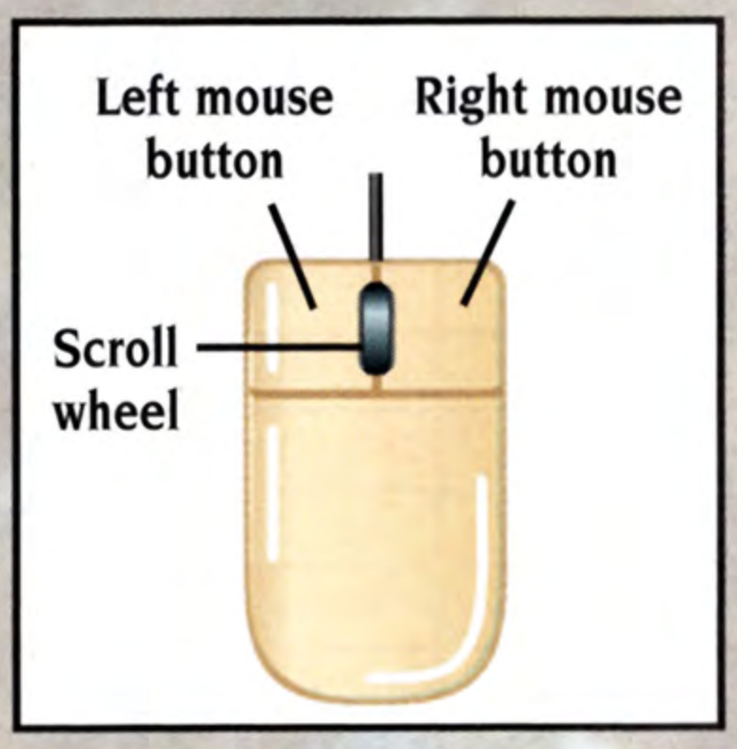
[F1]-[F6]	Target party members in the order that they appear in the window in the bottom right area of the screen
[F7]	Target yourself
[F8]	Target the closest NPC ("Non-Player Character"; a character controlled by the computer)
[F9]	Target the closest PC ("Player Character"; a character controlled by another player)
[F10]	Target the first character in your party's member list
[F11], [F12]	When you are part of an alliance, target the first character in each allied party's member list
[Ctrl], [Alt]	Open a menu containing user-defined macros / Hold down [Ctrl] or [Alt] and press the corresponding macro number to execute the macro.

- You can also enter other commands by opening the input window and entering them directly.

The following commands are shortcuts that are activated by pressing the letter along with the [Ctrl] key or [Alt] key:

[a]	Begin or break off an auto-attack
[b]	Use pet commands
[c]	Check a target
[e]	Open the "Equipment" window from the main menu
[g]	Give up and call for help during a battle
[h]	Heal (when not in battle)
[i]	Open the "Item" window from the main menu
[j]	Display the list of job abilities that you have learned
[L]	Set the chat mode to "Linkshell"
[y]	Confirm / Auto-target
[z]	Toggle between walk and run
[-]	Open the main menu
[.]	Zoom in
]	Hide all windows / Show all windows
[m]	Open the "Magic" list from the main menu
[p]	Open the "Party" input window
[r]	Reply to the last PC who sent you a message
[s]	Open the "Say" input window
[t]	Open the "Tell" input window
[v]	Toggle first-person and third-person (this can also be toggled by pressing [5] on the numeric keypad)
[w]	Display a list of weapon skills that you have learned
[d]	Perform a ranged attack
[n]	Cancel
[f]	Select active window
[']	Zoom out
[	Take a screenshot when all windows are hidden

USING A USB MOUSE



Types of Mouse Cursors:

Normal

When placed over a menu item or a PC (Player Character)

Moving your Character with the Cursor:

Third-person View Mode: Moving the cursor to the edge of the screen will move the camera in that direction.

First-person View Mode: Moving the cursor to the right or left edge of the screen will make your character turn in that direction.

Left Mouse Button	**Single click**	Select menu item / Targets (PC, NPC or object)
	Hold button down	Hold down the left mouse button and move the mouse to make your character move in the specified direction.
Right Mouse Button	**Single click**	Cancel menu item selection / Cancel targeting PC, NPC or object
	Click while moving mouse	Click while you are moving your character with the mouse to toggle autorun. Click again to return to walking normally
Scroll Wheel	**Up/Down**	Move the scroll bar up or down
	Click	Open menu

- The order of priority for mouse controls is as follows: movement and camera operation are highest, followed by menu selection and then targeting.
- A mouse with a scroll wheel is recommended.

PLAYONLINE VIEWER UPDATE

The FINAL FANTASY XI: Chains of Promathia expansion disc contains the latest version of the PlayOnline Viewer and Tetra Master, which includes all updates as of May 2004. Please use this version if you ever need to reinstall the PlayOnline Viewer.

Reinstalling the PlayOnline Viewer

1. Start up the PlayOnline Viewer from the FINAL FANTASY XI: Chains of Promathia expansion disc.
2. At the login screen, select "Install," then select "PlayOnline Viewer."
3. Select "Reinstall Software" from the disc menu that appears.
4. Follow the on-screen instructions to complete the installation process.

- You only have to reinstall the PlayOnline Viewer if it will not start up properly or other problems occur.
- The FINAL FANTASY XI: Chains of Promathia package does not include a PlayOnline registration code. You cannot use this disc to register a new PlayOnline account.

PlayOnline, FINAL FANTASY XI, and FINAL FANTASY XI: Rise of the Zilart must be installed before you install FINAL FANTASY XI: Chains of Promathia. Your macros and map marker data will not be lost when you install the expansion data.

INSTALLING AND REGISTERING

1. Turn on your PlayStation®2 computer entertainment system, insert the FINAL FANTASY XI: Chains of Promathia expansion disc into the disc tray, and start PlayOnline. When the PlayOnline title screen appears, press any button on the analog controller or the USB keyboard to go to the menu screen.

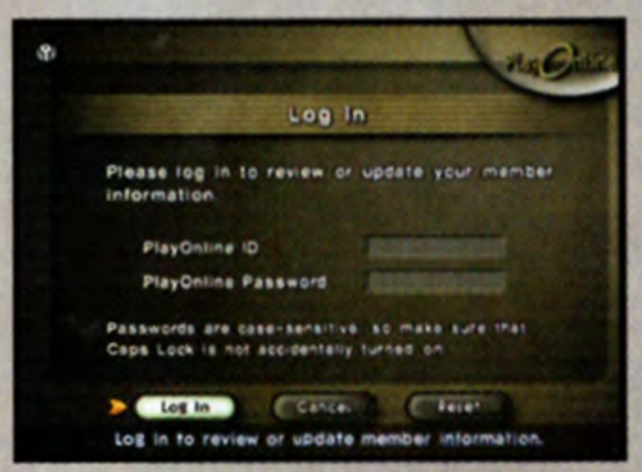
2. Move the pointer to the "Install" selection on the menu and press the confirm button (i.e. the ⊗ button on the analog controller or the [Enter] key on the USB keyboard). Then select "FFXI: Chains of Promathia" and press the confirm button again. Follow the on-screen instructions to proceed with the installation process.

3. Once installation is complete, you need to restart your PlayStation®2 computer entertainment system. There is no need to remove the disc after installation is complete.

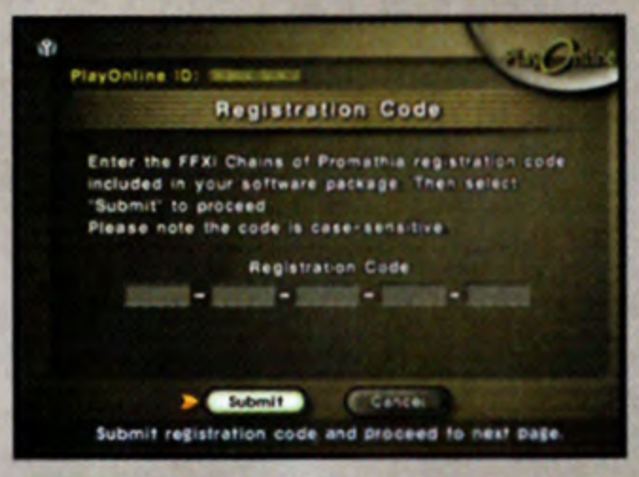
4. Log into PlayOnline, select "Content ID" from the FINAL FANTASY XI top page, and press the confirm button.

5. At the Content ID screen, select "Register ID" from the "Expanded Services" menu and press the confirm button. Please read the "Expanded Services" section before registering.

6. Enter your PlayOnline ID and PlayOnline password at the Log In screen.



7. On the Expanded Service Registration screen, select "FFXI: Chains of Promathia," then enter your Chains of Promathia registration code shown on the last page of this instruction manual.



- You must enter a valid Chains of Promathia registration code to complete the registration process.

8. A confirmation screen will appear. Select "Exit" to proceed.

You will now be able to access the content included in FINAL FANTASY XI: Chains of Promathia.

- **Please keep your registration code in a safe place.**

The expanded services registration code allows one PlayOnline ID to access expanded services. Once you register your PlayOnline ID for expanded services, all Content IDs (characters) can access these expanded services. This applies to future Content IDs (characters) as well. (i.e. You only have to register the Chains of Promathia expansion once. There is no need to repeat this for each character Content ID you purchase.)

- A PlayOnline ID, password, and an expanded services registration code are required to register for expanded services. Even if you have installed the expansion data, you cannot access expanded services until you complete the registration process.
- Once you have registered Chains of Promathia, it cannot be removed.
- There is no additional fee for registering a Chains of Promathia Content ID.

ADDITIONAL AREAS

New Areas in FINAL FANTASY XI: Chains of Promathia

Once you install and register the FINAL FANTASY XI: Chains of Promathia expansion, you will be able to access even more areas that contain all new quests and missions for you to try your hand at. Here are some of the areas you will be able to adventure in:

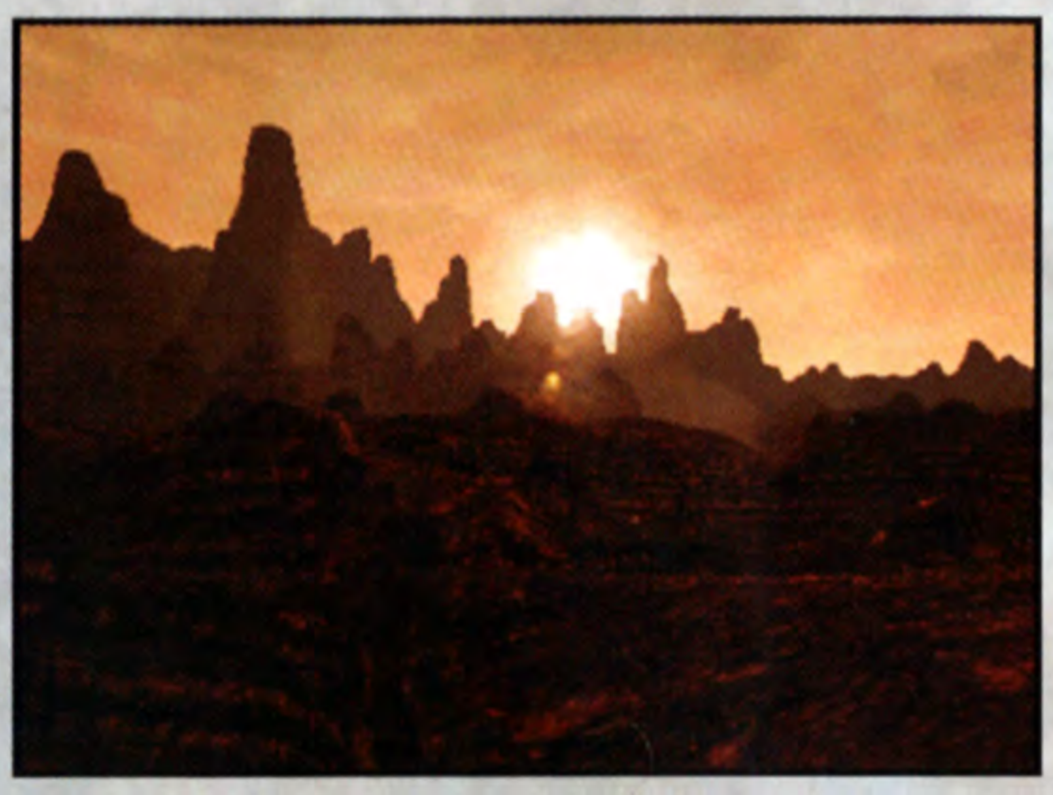
ATTOHWA CHASM

Attohwa, meaning "arid" in ancient Mithran, is the name given to the chasm that traverses the eastern part of Aragoneu. As the name suggests, very little rain falls here, resulting in a parched, broken land where poisonous gases erupt from cracks in the earth.

However, many unique forms of life have adapted to this harsh environment. The antlions, for example, conceal themselves beneath the ground to avoid the sunlight and ambush unwary prey. The beautiful but deadly gasponia flowers feed on the noxious fumes expelled from the earth.

Once, several forbidding cliffs had to be scaled in order to reach Attohwa Chasm. However, a mountaineer recently discovered an underground route that now allows adventurers to travel to this area with relative ease.

According to Mithran folklore, the mountaineer who discovered this route went in search of Parradamo Tor, a hill said to lie somewhere beyond the chasm, and was never heard from again...

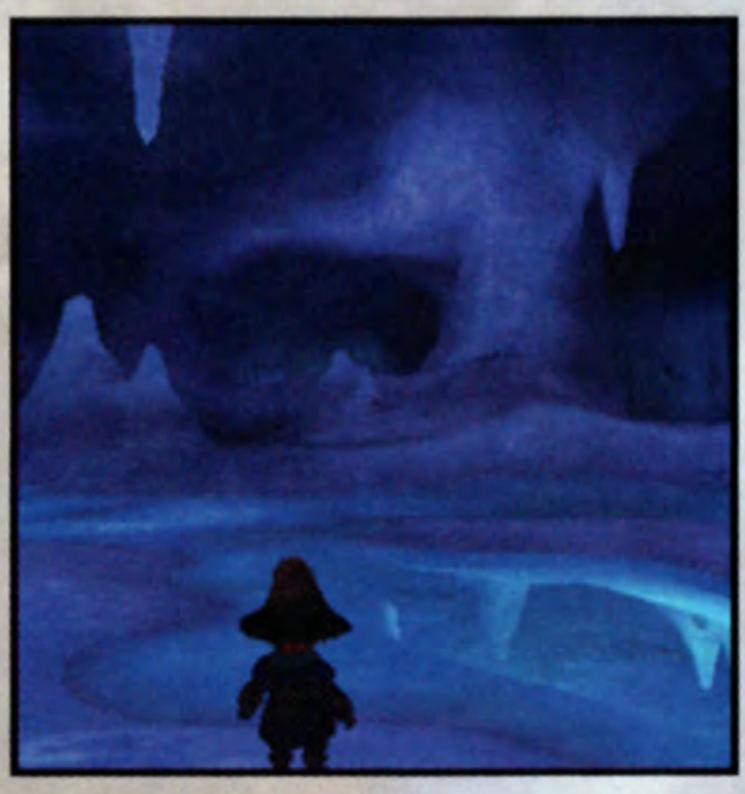


ULEGUERAND RANGE

This mountainous region is the highest area above sea level on the Quon continent. Though the Orcs created passes over some of its slopes, crossing the range presents a daunting challenge, for the climb is steep and snowstorms blow in from every angle of the convoluted terrain.

In a time when the Orcs had little skill in navigating the seas, their army reached the northern cliffs by skirting a succession of islands, then marched over the Uleguerand Range to stage their incursions into Xarcabard. In an attempt to stem the beastman tide, the outnumbered knights of San d'Oria often clashed with the Orcish forces upon the actual mountain range.

"Thousandfall Ridge," mentioned in the histories of the Warking Acheufagais R d'Oraguille, was famous as a site for the fiercest battles. These days, daredevil explorers test their luck by sliding down its sheer slopes.

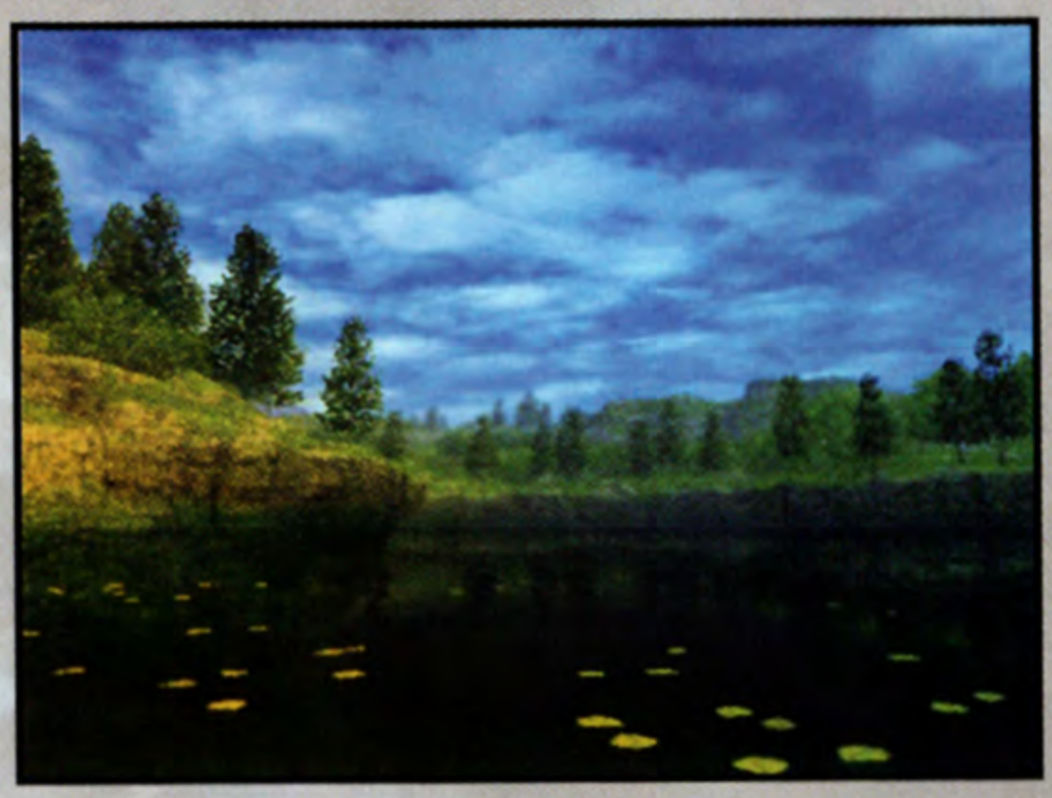


TAVNAZIAN ARCHIPELAGO

This chain of tiny islands off the west coast of Quon was once home to the proud nation of Tavnazia.

Before the Great War, this region was actually a peninsula connected with the mainland. However, a devastating explosion caused by a secret weapon of the beastmen resulted in the disintegration of a large portion of the surrounding landscape. The explosion also sent the nation's capital, a city built on the profits of its thriving trade business, into ruin.

The remnants of the beastman army remain in control of the archipelago. Until now, it was thought that none of the Tavnazian people had survived.



TAVNAZIAN SAFEHOLD

This settlement is an extension of the underground complex that served as a haven for survivors of the war-ravaged Tavnazian Marquisate.

As the ruins of the city above are still occupied by remnants of the beastman army, the people of the safehold below are concerned primarily with survival. The Tavnazian Safehold has sufficient resources to function as a town, though little remains of the once proud capital's unmatched wealth and beauty.

PSO'XJA

These extensive underground ruins have been controlled by the Tenshodo for many years, their secrets known only to a select group of researchers.

Archaeologists believe the grand hallways and countless chambers are the remains of a city populated by the ancients. However, the existence of numerous traps within the ruins leads others to dispute this theory.

In addition, reliefs that exhibit geometric patterns and avatars in recurring themes can be found carved into the walls. The origins of these carvings still remain a mystery.

What lies behind the Tenshodo's sudden decision to open the ruins to adventurers...?

BIBIKI BAY

This inlet in the southeast of Mindartia looks out on the Gugru Blue. Sheltered by a multitude of tiny islands, its tranquil waters were once used by Tarutaru fisherfolk to farm vast quantities of shellfish and seaweed.

After the Great War, the cultivation of Bibiki Bay was abandoned as the Mithra brought their expertise in fishing to the mainland. However, many of the bay's bounties of aquaculture, including the magically enlarged shellfish known as "uragnite," remained untouched.

The Fishermen's Guild, seeing the bay's potential, recently paid for the right to begin fishing in the area. The guild intends to make its small fishing vessels, or "manaclippers," available for use by adventurers in the near future.

Also, in order to bring in ordinary sightseers, the Fishermen's Guild is attempting to gain permission to land on the beautiful beaches of Purgonorgo Isle. They are currently conducting negotiations with the isle's mysterious and wealthy owner.

PHOMIUNA AQUEDUCTS

These expansive aqueducts are a fitting architectural achievement for Tavnazia, which was known as the "City of Water." Before the war, most of the city's major facilities drew their waters from the aqueducts, but now few canals remain.

The Phomiuna Aqueducts are connected to the underground sacrarium of the fallen cathedral. However, due to the powerful wards erected by a certain cardinal, the state of the sacrarium's interior is known to but a few.

And there is also the question of the holy artifact said to be enshrined within the sacrarium's walls...

MOVALPOLOS

The subterranean city of Movalpolos was dug and built by a tribe of Goblins referred to as the Moblins. Due to the nomadic nature of most Goblins, it is extremely rare for any of these beastmen to reside together in one place, making this community quite unique.

The Moblins are known for their exceptional smithing and alchemy skills. Their achievements include complex drilling apparatuses and floodlights as well as several advances in exotic fields such as bionics. It is even rumored that their ability in these areas matches or exceeds that of the scientists in Bastok.

As the Moblins drill through Vana'diel's crust, they are constantly moving their homes, water tanks, and scaffolding. This continuous advancement of Movalpolos makes it difficult to locate the city at any one time.

While some Moblins venture to the surface to sell ores mined from the rock surrounding their city, most of the tribe's members have cut themselves off from the outside world. Because of this isolation, little is known about the city, even among other Goblins.

Why have the Moblins chosen this life underground, and why do they continue to move?

For
PlayStation®2

Logitech

Take your online gaming to the next level. This cool all-in-one controller combines the fun of a dual-vibration controller and the convenience of a USB keyboard with full-size keys. The comfortable design with smooth grips contours to your lap and delivers everything you need to enjoy the next generation of PlayStation®2 games.

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- Eight feet of cable so you can stretch out
- Full-function keyboard detaches from unit for extra versatility
- Controller licensed by Sony Computer Entertainment America Inc.

Detachable USB Keyboard
- Comfortable and Familiar Keyboard Layout

Full-featured Analog Controller
- Reliable Keyboard Locking System
- Officially Licensed for PlayStation®2

Compatible with PlayStation®2 computer entertainment system

Compatible with FINAL FANTASY XI

ONLINE

VIBRATION FUNCTION

DUAL ANALOG CONTROL

Logitech® NetPlay™ Controller for PlayStation®2

Available @ www.logitech.com or look for it at your local retailer

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HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 6060 Center Drive, Suite 100, Los Angeles, CA 90045. THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE. The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a trackable shipping method.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday – Friday, 8:00 am – 12:00 pm and 1:00 pm – 5:00 pm, Pacific Standard Time.

CUSTOMER SUPPORT

For customer support and technical support questions, please call the PlayOnline Information Center at **(858) 790-7529 (PLAY)**. Phone support contact information is available in the PlayOnline Viewer's Service & Support section and on the PlayOnline.com website at **http://www.playonline.com**.

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